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***** ReadMe Document for GameMaker v3.9.1 Demo *****

----- ABOUT GAMEMAKER -----

GameMaker is ©1995-2006 by Al Staffieri Jr.

This is a demo version of GameMaker. The demo version has all the same features as the full version except that it can't compile stand-alone games and has a maximum of 15 lines of code per script. It may be freely distributed as long as the entire package is kept intact and unmodified. You may NOT bundle GameMaker with commercial products without written permission from Al Staffieri Jr. You can purchase the full version of GameMaker v3.9.1 for \$20. You may then create as many games as you like and distribute them to anyone without owing any additional fees. To order the full version, send a check or Money Order (U.S. funds only) to:

Al Staffieri Jr.
1061 Crestwood Dr.
Williamstown, NJ 08094
Attn: GameMaker

You can also order by credit card using either of the following methods:

1. Use the Register program included in this package

2. Online through PayPal.com at:

https://www.paypal.com/xclick/business=AlStaff@aol.com&undefined_quantity=1&item_name=GameMaker&item_number=1002&amount=20.00

3. Online through kagi.com at: <http://order.kagi.com/?S9R>

You can E-mail your comments, suggestions, and bug reports to:

AlStaff@aol.com

Visit my Web Page for the latest updates, info, and other software:

<http://members.aol.com/AlStaff/index.html>

----- SYSTEM REQUIREMENTS -----

* Mac OS 8.6 to 9.2.2 with CarbonLib 1.4

OR

* Mac OS 10.1 or better

----- KNOWN ISSUES -----

* GameMaker may still have problems when encountering a full disk. It is highly recommended that you use a Hard drive with lots of free space and always keep a backup copy of your project (see "Disk Space & Files").

* There is approximately a 16Mb limit for GameMaker projects and applications. Creating a project that is larger than 16Mb can corrupt your project or cause GameMaker to crash. You should use external files for large games. See IMAGEFILE, MOVIE, and SPRITE commands for ways to use external files.

* GameMaker will not run on locked or read only media such as a CD. If you recieved GameMaker on CD, drag the entire folder to your hard drive and run it from there.

----- CREDITS -----

Programming, documentation, graphics templates, and most icon designs are by Al Staffieri Jr.

This version of GameMaker was compiled on a 500Mhz iMac DV SE using Staz Software's FutureBASIC 3.

Most graphics templates were created using ClarisWorks 2.0 and 2.1, SuperPaint 3.0, and MacPaint 1.0.

Other programs used in the creation of GameMaker include ResEdit, SimpleText, Al's Tools, and AppleWorks.

New logo design by JaDaCo Entertainment <www.jadaco.net>

Thanks to Michael Hecht <hecht@vnet.net> for creating ResCompare which was used to create the update patch programs.

Thanks to Matthew Reagan <UFOfreak5@aol.com>, David A. Bailey <Dabs@aol.com>, and Robert Purves <robert.purves@stonebow.otago.ac.nz> for help with the Paint Fill tool.

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Thanks to Mike Richardson <mike@silvernetwork.net> for creating GameMaker addons such as GMOnline, GM Toolkit, and others.

Thanks to Peter Burrington <pburring@earthlink.net>, Brandon Ballinger <FlairInt@aol.com>, Mike Richardson <mike@silvernetwork.net>, Daniel Howard <DSHwrd01@aol.com>, Sean Beach <FXWzrd@aol.com>, Jason Steele <JazznAlien@aol.com>, John Monarch <PapaJohn56@aol.com>, Stephen <byteBouncer@yahoo.com>, and Matt Beedle <MattBeedle@aol.com> for beta testing and feature suggestions.

Special thanks to all registered users.

----- ABOUT AL -----

Born: 3/9/67

Height: 5' 9"

Weight: 185 lbs.

Eyes: Brown

Hair: Dark Brown

Education: Graduated Williamstown High School, 1985

Hobbies: Bowling, computer programming, video games, watching movies, NJ shore, cooking, cuddling, Coka-Cola, pizza, apple pies

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***** END README DOCUMENT *****